- 1-4 Players, Round Robin
- 2-9 Flips, Operator Adjustable
- 14 Distinct Sound Effects (Standard)
- Extended Play Option
- 19" Monitor
- Color Overlays on Playfield
- Automatic Self-Test Feature

DIMENSIONS
64¼"H X 25½"W X 30½"D.
Crated Weight: 256 lbs.

Meadows

DEAD EYE

Happy Trails Lead to Meadows DEAD EYE

Follow that Happy Trail from your distributor to your top locations with MEADOWS DEAD EYE.

DEAD EYE is an exciting 1, 2, 3 or 4 player video game in which players compete for high scores. It is a simple game to play, but is a challenging game to master.

Players Come Back to DEAD EYE

An exciting and challenging game always brings the players back for more and more enjoyment. For you, the operator, that means higher collections. Repeat play means repeat quarters for both you and your locations.

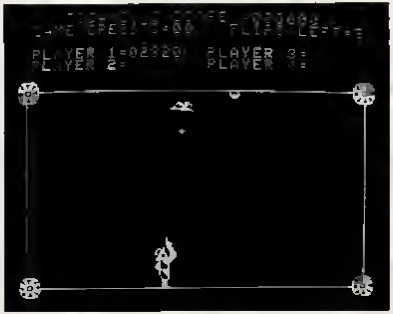
How to Play Meadows DEAD EYE

After coin(s) are inserted, each player presses the PLAYERS button before starting the game. The player then presses and releases the FLIP COIN button. Once the coin is flipped into the air, the FLIP COIN button becomes the SHOOT COIN button. The player then must keep the COIN in the air by hitting the COIN and shooting at various targets and a random appearing BUZZARD which awards 1,000 points when hit.

Besides the player-controlled SHOOT BUTTON, which if held in, gives the player a rapid shot option, the player controls the DEAD EYE figure on the bottom of the screen. The DEAD EYE figure can be moved from side to side in order to maximize the player's control in aiming for the coin. Top scores are awarded when the DEAD EYE shoots the COIN into the four spinning wheels located in the corners of the play area.

The player's turn is over once the coin hits the ground (accompanied by sound) and NEXT SHOOTER then appears on the screen. GAME OVER is displayed at the end of each game.

DEAD EYE sounds simple and is simple to play but the key to the game is that the player must have a real skill in order to achieve higher and higher scores.



Scoring

By skillfully controlling both the DEAD EYE control and the SHOOT COIN button, the player can achieve high scores. The target values are as follows:

Shooting coin awards 5 points
Shooting small bird awards 50 points
Hitting top border with coin awards 100 points
Hitting side borders with coin awards 500 points
Shooting random buzzard awards 1000 points
Hitting top wheels with coin awards 2000 points
Hitting bottom wheels with coin awards 4000 points

The player's turn ends when the coin falls to the ground.

Multitude of Sounds

Fourteen distinct sounds. Separate control for game sounds and music.

Extended Play

Operator adjustable at 5,000, 15,000, 35,000. Extended plays on DEAD EYE awards the player one extra flip of the coin. **Note well:** From the results of the field testing, it is recommended that DEAD EYE be set on location on the following settings:

1 PLAYER---25¢
3 COIN FLIPS PER GAME
35,000 FOR EXTENDED PLAY

Profit Options

Operator selectable intermittent theme music during attract mode, operator selectable coin flips per game (2-9); coins per player; and Free Play mode for demonstration purposes.

Special Features

External ON-OFF switch. Credit accumulator for coins inserted. Hi-Score For the Day displayed. Interlock switch on inside of back door. Slide out step. And introducing Meadows' new texture-tuf, scratch resistant, perma-print control panel.

Automatic Self-Test

ROM/RAM test every time game is turned on.

For more information, contact your Meadows Games distributor or contact the Marketing Department at Meadows Games at:

Meadows Games, Inc.
181 Commercial St.
Sunnyvale, CA 94086
(408) 732-8110
TELEX 340 902

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